

17. The hand-held electronic toy of claim 10, further comprising a stylus that enables a user to interact with said display.
18. The hand-held electronic toy of claim 17, wherein said stylus allows the user to select said interactive tools and said activities displayed on said display.
19. A method in a hand-held electronic toy, comprising:
receiving a selection of one of a plurality of activities for display on the hand-held electronic toy; and
upon selection of an interactive tool included within a toolbar menu on said hand-held electronic toy, determining an interactive tool characteristic based upon an identity of the selected activity.
20. The method of claim 19, wherein said determining comprises determining a state of availability for the interactive tool.
21. The method of claim 20, wherein said determining comprises determining contents of a second menu of tool options for said selected interactive tool.
22. A method in a hand-held electronic toy, comprising:
retrieving an activity application from a memory for display on the hand-held electronic toy; and

determining a characteristic of an interactive tool included on a toolbar menu disposed on the hand-held electronic toy based upon an identity of the retrieved activity application.

23. The method of claim 22, wherein said determining comprises determining a state of availability for the interactive tool.
24. The method of claim 22, wherein said determining comprises determining contents of a second menu of tool options that is associated with the selected interactive tool.
25. The method of claim 22, wherein said retrieving comprises retrieving the activity application from a removable read only memory cartridge.
26. A method in a hand-held electronic toy, comprising:
displaying a first selectable item on the hand-held electronic toy, said first selectable item being associated with an activity capable of being displayed on the hand-held electronic toy;
displaying a second selectable item on the hand-held electronic toy, said second selectable item being associated with an interactive tool, said interactive tool having a characteristic in a first state; and

upon receipt of a selection of said first selectable item on the hand-held electronic toy, determining whether to modify a state of said characteristic of said interactive tool from said first state to a second state.

27. The method of claim 26, wherein said characteristic is an availability of said interactive tool.
28. The method of claim 26, wherein said characteristic is a menu of contents of said interactive tool.